

** WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.



ROBOT BATTLE SIMULATION GAME

CARNAGE HEART

EXA



ARTDINK

NATSUME®

Serious Fun®

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▼ Story Mode

Playing Story Mode

Story Mode consists of two sections: Plot and Briefing.

The Plot section of Story Mode begins first. After playing for a little while, you'll start the Briefing section of Story Mode. In Briefing, you'll take lessons and clear missions. Then, you'll return to the plot.

Plot Section

This is where the characters and story of the game develop.

At the end of a chapter, you'll be able to save.

Briefing Section

You take lessons about OKE configuration and how to control them, and clear missions using the OKEs you configured.

- Lessons: Take lessons about how to control and configure OKEs.
- OKE Configuration: Configure OKEs.
- Team Formation: Create team with up to three OKEs.
- Battle: Run test programs and take on missions.
- Shop: Purchase OKEs, weapons, and parts.
- System: Save, load, and change settings.

Game Over

It's game over when you fail an assigned mission.
Select to retry the mission or return to the title screen.

Battle Mode

Enter Name:

Enter a name up to 12 characters after starting Battle Mode.

You can always change the name later.

Briefing:

Like Story Mode, you configure OKEs and create teams.

Some of the menu options are different in Story Mode.

- OKE Configuration: Configure OKEs.
- Team Formation: Create team with up to three OKEs.
- Battle: Run test programs, fight in the Battle Arena, or play wirelessly against other players.
- Shop: Purchase OKEs, weapons, and parts.
- System: Save, load, and change settings.

Lessons

In Lessons, you take lessons about OKE configuration and how to control. Each lesson has theme and is categorized by cards. As you progress in Story Mode, you'll get more cards.

Select a card to retake a lesson.

Lesson Card

1. Lesson Name

2. Lesson Status

The Lesson Card status will be described as follows:

- Not taken: You haven't taken this lesson yet.
- Completed: You have finished this lesson.

⚙️ OKE Configuration

An OKE (Overkill Engine) is configured by setting up hardware and software. When the configuration is successful, the OKE will unleash incredible power. OKEs are divided into two categories: Auto and Manual.



- (1) OKE**
Preview the OKE you are currently working on.
- (2) OKE Card**
The OKE Card you are currently working on.
Each OKE Card has its own OKE configuration data.
- (3) Select OKE Card**
Change the OKE Card you are currently working on.
You can also create, copy, or delete OKE cards here.



- (1) OKE Card Number**
- (2) OKE Type: Manual or Auto**
- (3) Name OKE:** Your OKE name will be displayed.
- (4) Body:** Body-type of OKE
- (5) Weapon:** Display currently equipped weapons.
- (6) Armor:** Display armor thickness and additional armor that are currently equipped.
- (7) Option:** Display an icon of optional equipment on your OKE.
- (8) Emblem:** Display an emblem on your OKE.
- (9) Privacy Level:** When it's set to "Private," a lock icon will be displayed.
- (10) Installed OKE:** Striped OKEs are installed from other save data. You can't select any installed OKEs. To edit, copy an OKE Card and paste it in other OKE Card. You can't copy an OKE Card when its privacy level set "Private."
- (11) Weight:** The color will change depending on the OKE's weight.

OKE Configuration



(4) Hardware

Set up OKE body, weapons, and armor.

(5) Software

Create programs to operate OKEs.

(6) Coloring

OKE Customization

(7) Emblem

Create programs to operate OKEs.

Emblems don't change the abilities of the OKE in any way.

***Import Emblem**

Save images on your Memory Stick™ to import an image you would like to use for your emblem.

- Save Location: "PICTURE - CHE"

- Save Format: 32 X 32 pixels, 16 colors, unzipped bit map format (The first color on the palette will be recognized as transparent.)

- Max Number: 50 files

(8) Snapshot:

Take snapshots of OKEs.

The images you take will be displayed in OKE Card thumbnails.

*You'll have to purchase this option at the Shop.

(9) OKE Name

Name your OKE. You can use up to 12 characters.

(10) Notes

You can write notes about your OKE.

View the notes from the Battle Menu during a fight.

You can use up to 50 characters.

(11) Privacy Level:

When another player installs this OKE, you can change the settings to allow the player to copy the OKE card.

When the Privacy Level of an OKE is set to Private, you won't be able to copy the OKE Card or check the configuration.

You can change the physical settings of your OKE.



(1) OKE

Preview the OKE model in progress.

(2) Weight

The number on the left shows the OKE's current weight, and the number on the right shows the payload. Depending on the weight, the color changes as follows:

- Red - Extremely overweight. You can't use this OKE.
- Orange - Overweight. Its mobility is decreased.
- Blue - Appropriate weight.
- Green - Light weight. Its mobility is enhanced.

(3) Parts Detail

Display the details of selected parts.

(4) Body

Select a type. The OKE's body greatly affects its basic capability.

(5) CPU

Select equipment to run software. It will affect how many chips you can use and the processing speed. Some CPUs have sub-programming areas for chips.

You can change the physical settings of your OKE.



(6) Armor Thickness

Select the thickness of your armor.

Thicker armors have higher defense capability and lower exhaust heat capability.

(7) Additional Armor

In addition to your basic armor, you can equip additional armor with special effects.

It will enhance your defense in regards to a specific kind of attack.

(8) Weapon

Select a weapon to add to your OKE.

Depending on the OKE body, the number and type of weapons you can add will change.

(9) Energy

Change the amount of energy your OKE has.

The heavier the on-board weight is, the lower the heat resistance gets.

*When an OKE runs out of energy, it will stop moving.

(10) Engine Output

Change the engine output.

The higher the output is, the more energy it consumes.

(11) Options

Select optional equipment with special effects.

The number of optional equipment you can add to your OKE varies depending on the OKE.



Software

You can change the setting for processing and controls.

Program Chips

To set up software, you place program chips.
The OKE will execute the order set up by the program chips.

Software Setup Screen



(1) Edit Chips

Place program chips.



a Program Chips

Orders to OKEs are marked on the chips. Actions take place in the order the chips are placed, as shown with arrows.

b Question Mark

This program chip isn't linked to another chip.
The order on this program chip won't be activated unless it is linked to another chip.

c Programming Area

Area to place program chips. The size of the area and availability of the sub-program will be determined by the CPU.



e RETURN

Once finished, the program will go back to START and repeat processing.

f Outer Frame

When an arrow is linked with an outer frame, it'll have the same effect as RETURN.

g Guide View

A simplified version of the entire program area is displayed.

h Select Individually

You can move, copy, and register macros of selected program chips.

i Drag and Pull

Press the  button to drag or pull the program chips.



Software



(2) Undo

Undo the action you just did to the program. You can only undo once.

(3) Select Area

Select a range. You can move or delete chips in a wide area using this.

(4) Start Test Program

Start the Test Program. The same Test Program settings will be used.

(5) Move START location

Move the starting location of the program using the left and right directional buttons.

For CPUs with a sub-programming area, press the L or R buttons to change the START location of the sub-program.

(6) Change Counter Name

Change the name of a Counter. You can use up to 5 alphanumeric characters.

(7) Paste Macro

Paste chips saved in a macro. Select program chips individually or from a wide area to save to a macro.

(8) Copy from Another Card

Overwrite and copy the software from another OKE card. The current software will be lost.

(9) Example Solution

Use an example solution if you're having trouble clearing a mission. You can also use it as a reference.

*This option is only available in Story Mode.

(10) Delete All

Delete all program chips.



Software

Program Chips

Press the **X** button on a blank space in the program area while editing chips to view a list of the program chips. Select a program chip, then press the **X** button to place it.

Program chips are categorized into four types.

Process Chip (Yellow)

Chip to control the program processing.
Ex: Halt Chip, Call Sub-Program Chip



Conditional Branch Chip (Red)

Set various conditions and determine whether the conditions are met to branch the process. When a condition is met, it'll be processed towards a red arrow. When a condition is not met, it'll be processed towards a blue arrow. (See image on the right)

Ex: Scan for OKE Chip, Status Assessment Chip



Action Chip (Blue)

Chip that orders an OKE to take a direct action.
Ex: Attack Chip, Select and Fire Chip



Direction Order Chip (Green)

Chip that orders an OKE to take an indirect action.
Ex: Activate Optional Equipment Chip, Lock-On Chip



Arrows

When an arrow attached to a chip is cut off, it means that until the chip completes its process, the next chip won't start.



Save, load, and change settings.

- **Save**

Save progress in save data.

- **Load**

Load data saved in the Memory Stick™ and resume playing.

- **Sound Levels**

Select the sound volume for music, sound effects, and Japanese voice over.

- **Customize Music**

Select which music you want to play in a specific area. This option is only available in Battle Mode. You'll have to purchase it at the Shop.

- **Replay**

Play replay data saved on the Memory Stick™, or record a movie. (Movie data will be saved in the "VIDEO" folder on your Memory Stick™.)

- **Backlight**

Change the time it takes for the backlight to turn off.

- **Change Name (Only available in Battle Mode)**

Change player's name.

- **Return to Title Screen**

Quit the game and go back to the Title Screen.
The progress that has not been saved will be lost.

Network Play

With Ad-Hoc Mode, you can play wirelessly with two to six players.

To start playing Ad-Hoc Mode, turn on the Wireless LAN Switch.

You'll need save data in Story Mode or Battle Mode.

Here's how Network Play works:

Starting Network Play

On the Title Screen, select Network Play and load your Story Mode or Battle Mode save data.

When loading is finished, the Network Play screen will be displayed. Select to create a room as a host, or enter a room as a client.

Create Room

Select one of the following:

- Create a team recruitment room.
- Create a member recruitment room.

Enter Room

Select "Enter Room" and select the room you want to join from the room list.

Normal Room and High Speed Room

There are two types of rooms: Normal and High Speed. If you are using a PSP™ system after PSP-2000 or PSP-N1000, you can join High-Speed Rooms. (There's no difference in the gameplay. Also, there's no compatibility between players in Normal Rooms and High-Speed Rooms.)

Register Team and Member

There are two rooms: Team Recruitment and Member Recruitment. After creating or entering a room, you'll see the following.

Network Play

Team Recruitment Room



This is a recruitment room to have a battle with two players.

Once one client enters, the recruitment will end.

Register Team

Select a Team Card to register.

Enter Registration

Finish registering team and start playing.

Member Recruitment Room



This is a recruitment room to have a battle with two to six players.

Register Member

Register an OKE Card in a member area.

If it's an auto OKE, you can register as many OKEs as the number of empty slots is available in the member area.

If it's a manual OKE, you can only register one per player.

Register

Finish registering members and start playing.

Battle Menu

Depending on the save data you start playing Network Play with, either Story Mode or Battle Mode will be displayed. Select to start a battle from the menu. Press the button to exit a session. After your session is finished, the OKE data you receive will be deleted.

Waiting

The host's screen will be displayed, but you won't be able to control anything. Press the button to exit a session.

Start a battle.

How to Play in Network Mode

Using Story Mode Save Data

In Network Mode, the host will have control of the game menus. If Story Mode save data has been loaded, you will have the choice of playing Test Program, Mission, or Battle Arena. To access the teams or OKEs that have been exchanged, select Mission, for example, then select Select Team. Next, scroll down to the bottom of the team list, and you will be able to play the Mission with the teams you have exchanged in Network Mode. The teams will be at the bottom of the list, and will have a special symbol on them marking them as teams exchanged through Network Mode. Select one of the teams, then start the Mission. If a Manual OKE is on the client's team that has been selected, the client will now be able to control that OKE in the battle.

Using Battle Mode Save Data

If Battle Mode save data has been loaded, you will have the choice of playing Test Program, Battle Arena, or Matchmaking. To access the teams or OKEs that have been exchanged, select Matchmaking, for example. First, select Select Match Card and set up the Rules. Next, select Select Team and scroll down to the bottom of the team list, and you will be able to play the Match with the teams you have exchanged in Network Mode. The teams will be at the bottom of the list, and will have a special symbol on them marking them as teams exchanged through Network Mode. Select both of the teams, then start the Match. If a Manual OKE is on the client's team that has been selected, the client will now be able to control that OKE in the battle.

Transfer Data

Connect to a network via a PC, and you'll be able to exchange your data with other players.

NOTE: In order to avoid any unexpected problems on a PC, please do not delete, move, or rename files that you're not using.

Exporting and Importing Team Data

Exported and Imported Team Data will be saved in the Team Data Folder.

Please use "*CHE" file in the folder. "*" will be the name you created when exporting your team data.

Exporting and Importing Match Data

Exported and Imported Match Data will be saved in the Match Data Folder.

*Please use "*CHE" file in the folder. "*" will be the name you created when exporting your team data.

Saving Replay Data

Replay Data will be saved in the Replay Data Folder.

Please use "*CHE" file in the folder. "*" will be the name you created when exporting your team data.

Transferring and Receiving Data

One of the ways you can transfer and receive data is by sending or receiving an email via your computer with the data attached.

Received Data

Save the data you receive in the appropriate folder.

For example, save any Team Data you receive in the Team Data Folder.

NOTE: When saving data, check if there is any data with the same name in the folder. If there is, the data will be overwritten.

Here's what you can do after saving data.

Use for Team Data: Import the data from Transfer Team Data.

Use for Match Data: Import the data from Transfer Match Data.

Use for Replay Data: Load from Replay.

Use for Screenshot and Movies

The screenshots and movies players create while playing this software can be only used for a non-commercial purposes. Players can only use, edit, and show.

All or part of the screenshots and/or movies can't be used for anything that is not directly related to this software regardless it's commercial or non-commercial.

Use of Screenshots and Videos

Screenshots and videos created by players in the game can be made public, modified, and used without any limitation, as long as it's used for non-commercial purposes.

However, part or all of such materials should not be used as contents that are not directly related to this software, whether for commercial or non-commercial purposes.

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